

Listing of Claims

1. (Currently Amended) An instant lottery game system which includes:

a game play defining element;

a symbol display zone carried on the game play defining element, the symbol display zone containing a plurality of symbols ~~representative of~~ providing a spinning reel game outcome;

a symbol interpretation zone carried on the game play defining element;

a masking medium covering the symbols of the symbol display zone and ~~[[a]]~~ the symbol interpretation zone prior to ~~[[use]]~~ game play; and

wherein the symbol interpretation zone is carried on the game play defining element, the symbol interpretation zone carrying a plurality of indicia used in interpreting said symbols of said spinning reel game outcome revealed in the symbol display zone after removal of the masking medium to determine a prize for said outcome.
2. (Currently Amended) The system of claim 1 and further comprising in which a prize indicating zone being carried ~~is defined~~ on the game play defining element.
3. (Currently Amended) The system of claim 2 in which the prize indicating zone includes ~~is in the form of~~ a payable and ~~contains~~ a range of prizes which a player can possibly win in playing a game carried by the game play defining element.
4. (Currently Amended) The system of claim 2 ~~which~~ wherein said game play defining element ~~is implemented as~~ a scratch-type card.
5. (Currently Amended) The system of claim ~~[[4]]~~ 2, and wherein ~~in which~~ the game play defining element is in the form of a carrier on which the symbol display zone, the symbol interpretation zone and the prize indicating zone are carried.
6. (Currently Amended) The system of claim 2 wherein said game play defining element

~~system~~ is implemented in an electronic format to be played on an electronic device.

7. (Original) The system of claim 6 in which the game play defining element is a representation of a card displayed on a screen of the electronic device.

8. (Currently Amended) The system of claim 7 in which the masking medium is a virtual covering layer that is removed ~~“removed”~~ by a player operating predetermined controls of the electronic device.

9. (Original) The system of claim 1 in which recourse to the symbol interpretation zone is required to determine what prize, if any, has been won and revealing of the symbols on their own does not indicate to the player what prize, if any, has been won.

10. (Currently Amended) The system of claim 1, wherein said masking medium comprises first and second masks, and wherein said first mask covering said symbol display zone, and wherein said second mask covering said ~~in which~~ the symbol interpretation zone ~~is also, initially, covered by a masking medium.~~

11. (Original) The system of claim 1 in which the symbols are representative of symbols of a spinning reel-type game, the symbols being carried on representations of reels defined in the symbol display zone.

12. (Original) The system of claim 11 in which the indicia of the symbol interpretation zone include operators related to spinning reel-type game operations.

13. (Currently Amended) The system of claim 12 in which the operators vary the prize ~~or prizes~~ awarded to a player so that, until the symbol interpretation zone has been referenced by the player, the player will not know what prize or prizes, if any, the player will receive.

14. (Currently Amended) The system of claim 1, wherein said masking medium comprises first mask, and wherein ~~in which~~ the game play defining element includes a ~~further, special~~

feature zone related to a special feature, the special feature zone, prior to game play initially, being covered by a second mask ~~masking medium~~.

15. (Currently Amended) The system of claim 14, and wherein in which the player obtains access to the special feature zone only if special feature a ~~“Special Feature”~~ indicium is revealed in the symbol interpretation zone, the player removing the masking medium of the special feature zone to determine what special feature prize has been won.

16. (Original) The system of claim 12 in which, if the spinning reel-type game has fixed pay type operators, headings associated with those operators are not covered by the masking medium with only specific operators applicable to that specific game being covered by the masking medium.

17. (Original) The system of claim 12 in which the indicia of the symbol interpretation zone are directly related to the prizes awarded rather than the symbols of the symbol display zone.

18. (Currently Amended) An instant lottery game device which includes:

a game play defining element;

a symbol display zone carried on the game play defining element, the symbol display zone containing a plurality of symbols ~~representative of~~ providing a spinning reel game outcome;

a symbol interpretation zone carried on the game play defining element;

a masking medium covering the symbols of the symbol display zone and ~~[[a]]~~ the symbol interpretation zone prior to ~~[[use]]~~ game play; and

wherein the symbol interpretation zone is carried on the game play defining element, the symbol interpretation zone carrying a plurality of indicia used in interpreting said symbols of said spinning reel game outcome revealed in the symbol display zone after removal of the masking medium to determine a prize for said spinning reel game outcome.

19. (Currently Amended) The device of claim 18 and further comprising in which a prize indicating zone being carried ~~is defined~~ on the game play defining element.

20. (Currently Amended) The device of claim 19 in which the prize indicating zone includes ~~is in the form of~~ a payable and ~~contains~~ a range of prizes which a player can possibly win in playing a game carried by the game play defining element.

21. (Currently Amended) The device of claim ~~[[19]]~~ 18, and wherein ~~in which~~ the game play defining element is in the form of a carrier on which the symbol display zone, the symbol interpretation zone and the prize indicating zone are carried.

22. (Original) The device of claim 18 in which recourse to the symbol interpretation zone is required to determine what prize, if any, has been won and revealing of the symbols on their own does not indicate to the player what prize, if any, has been won.

23. (Currently Amended) The device of claim 18, wherein said masking medium comprises first and second masks, and wherein said first mask covering said symbol display zone, and wherein said second mask covering said ~~in which~~ the symbol interpretation zone ~~is also, initially, covered by a masking medium.~~

24. (Original) The device of claim 18 in which the symbols are representative of symbols of a spinning reel-type game, the symbols being carried on representations of reels defined in the symbol display zone.

25. (Original) The device of claim 24 in which the indicia of the symbol interpretation zone include operators related to spinning reel-type game operations.

26. (Currently Amended) The device of claim 25 in which the operators vary the prize ~~or prizes~~ awarded to a player so that, until the symbol interpretation zone has been referenced by the player, the player will not know what prize or prizes, if any, the player will receive.

27. (Currently Amended) The device of claim 18, wherein said masking medium comprises first mask, and wherein ~~in which~~ the game play defining element includes a ~~further~~, special

feature zone related to a special feature, the special feature zone, prior to game play initially, being covered by a second mask ~~masking medium~~.

28. (Currently Amended) The device of claim 27, and wherein ~~in which~~ the player obtains access to the special feature zone only if special feature a ~~“Special Feature”~~ indicium is revealed in the symbol interpretation zone, the player removing the masking medium of the special feature zone to determine what special feature prize has been won.

29. (Original) The device of claim 25 in which, if the spinning reel-type game has fixed pay type operators, headings associated with those operators are not covered by the masking medium with only specific operators applicable to that specific game being covered by the masking medium.

30. (Original) The device of claim 25 in which the indicia of the symbol interpretation zone are directly related to the prizes awarded rather than the symbols of the symbol display zone.